Phone: **+44 7873 911644**
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Website: **https://
www.arcmotion.co.uk/**

**www.linkedin.com/in/stephen-
southern-64714b14**

**42 Raven Hays Road,
Birmingham.
B31 5JP**

Availability:
Full or part-time, remote, hybrid or onsite. Contract or PAYE

Software Experience:

Autocad: 20 years

3dsmax   24 years

Unity: 12 years

V.ray: 15 years

Photoshop: 20 years

Unreal: 1 year

C Sharp: 5 years

Contact Card:

Stephen Southern
Unity Developer

'I consider myself to be a 3D Generalist with a diverse wealth of knowledge and experience, that enables me to be a good problem solver who can think outside and beyond the box'.

Career Roles

Unity Developer	15 years
XR Developer (Unity)	5 years
Technical Artist (Unity)	5 years
Environmental Artist Unity & 3dsMax	5 years

Work Experience

2020-Pres. BoxBear- XR Developer/Technical Artist
(Hololens, Magic Leap 2 and Oculus platforms). Unity 2020; Shader Graph; OpenXR; Unity XR; Photon; Mechanim; C#, Visual Studio, UE5 Virtual Production, PlasticSCM.

2019 M Integrated Solutions- 3D Visualiser (3dsmax 2020 and vRay).

2018 Theorem Solutions- Technical Artist/Unity Developer, C#, Visual Studio.UI/UX design for Hololens, Oculus Quest and a VR application (Unity3d). Avatar design and rigging (3dsmax). Sprite sheet creation for VR/MR menu (photoshop).

2017 - 2018 Telling Architectural – Design Manager.
Design/build CAD drafting and detailing (Autocad). Liaising with clients, engineers and architects. Attending project meetings and making site visits. Coordinating and interfacing with other trade contractors.
Major Projects- GRC Cladding for 50-60 Station Rd.

2002-2017 ARCmotion- Partner, Architectural Visualiser.
Running a busy visualisation company- http://www.arcmotion.com/
Major Projects- Author and developer of the award winning Tram-Pro tram training simulator software for Manchester and Nottingham trams http://www.tram-pro.com/
1080p TVC CG animation and renderings for the Venetian, Macau. Sales brochure renderings and photomontages for Park Island, The Arch, and Manhattan Hill developments.
Skills
•3D modelling, texturing, rendering and animating- 3dsMax, v.ray, Unity.
•Software development- Unity; javaScript; c#, .NET; Xcode; Blueprint.
•VR environment modelling and texturing- 3dsmax & Photoshop & Unity.
•Client account management- Aedas, Arups, Ricardo Rail, Sands Macao.
•Database design/maintenance- MSSQL and Ms Access.
•Video editing- Adobe Première, Canopus Edius.
•Virtual production- Unreal UE5 and Composure.
•Apple and Android app development- http://www.invictagames.co.uk
•Network administration- Windows Server, Synology DSM; SVN and Git.

Published Apps

Achievements

• BSc (Hons) Computer Science, University of Hertfordshire- In progress…
• 2 self published mobile apps on both ios App store and Google play store
• A-Level Maths (pure and applied).
• City &Guilds in Autocad 2d&3d.
• iCADa Cad User of the Year 1994
• City &Guilds in Stone Building Technology and Site Procedures.